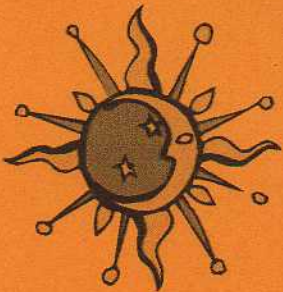
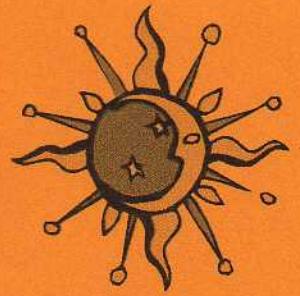


NADIA

A 51cm (20") soft sculptured curvaceous cloth doll

By *Ann Clemens* 1999 ©

Kid'n'Round



CONDITIONS OF PURCHASE

- No portion of this pattern may be copied.
- This pattern must not be taught by anyone other than the designer.
- You may sell 10 dolls per year made from this pattern

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GENERAL INSTRUCTIONS

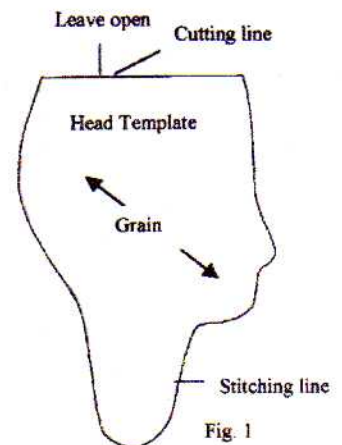
- Read through instructions first before commencing this pattern.
- The pattern pieces that are **template** (no seam allowance) are **head, arms, legs, and toe stitching guide**.
- The pattern pieces that have a .05mm (1/4") seam allowance are **body front, body back and bust overlay**.
- Use a small machine stitch 1.5, with a backstitch at the beginning and end of seam.
- All seams are 5mm (1/4")
- Stuff doll firmly but not too hard in the buttocks as this area is soft sculpted
- Close all openings with ladder stitch.
- When using Fray Check, use a tooth pick to place small drops of Fray Check where it is needed, do not let it bleed beyond the seam.
- Templates work well if cut from freezer paper, this is now available from most quilting stores. The freezer paper is ironed directly onto the wrong side of a double layer of fabric and stitched around the paper. This enables you to get an exact seam line. The paper is then peeled away and reused.

• **EDGING**

- The edge of the skirt is finished off by burning with a lighted candle.
- **Always use caution when using this method, work in a safe place and test fabric first.**
- Light a candle away from any curtains or flammable materials. Gently brush the edge of the fabric against the flame of the candle to singe the fabric. The best fabrics to use are ones that melt and do not flame e.g. georgette chiffon and synthetics. Satins flame.

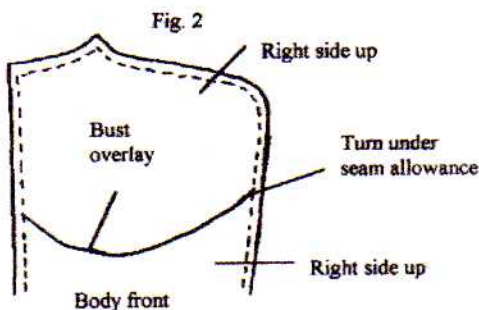
HEAD

- **Note:** It is important to cut the head on the cross as noted on the pattern.
- Double flesh coloured fabric, with rights sides together, trace around the head templates. If using freezer paper, iron directly onto the wrong side of the fabric.
- Stitch around the head along the traced line or directly around template (Fig. 1).
- Leave top open.
- Cut head out with a 5mm (1/4") seam allowance, cut directly along cutting line at top of head.
- Clip all inward curves.
- Hand stitch a small ball of polly fill to the seam at the nose and a larger ball at the base of the neck, keeping well within the seam.
- Turn and stuff firmly.
- Run a small running stitch around the top of the head and stuff, pulling in the gathering thread as you stuff, bringing the gathering in close at the top.



BODY

- Cut 35mm foam craft ball in half and press beads in place for nipples, making an indentation. Glue beads in place, allow to dry.
- Double flesh coloured body fabric with right sides together, trace around body and bust overlay and cut out (remember seams have been allowed)



- **Stitch darts in bust overlay and trim, finger press seam allowance under bust.**
- Lay bust overlay over body front, with right sides facing out and notches matching, (fig.2), tack in place.
- Pin the two body fronts, including the bust overlay, with right sides together, stitch centre front seam.
- Stitch centre back seam leaving opening.
- Lay body front and back together with right sides together and sew from the neck to the crotch, turn the body over and complete the seam by stitching from the neck to the crotch on the other side,

leave neck open, clip inward curves, turn to right side.

- Slip foam craft balls in position under bust overlay.
- Stuff doll leaving the buttocks area nice and springy. This will later be sculpted.
- Close centre back opening with ladder stitch.
- Ladder stitch bust overlay in position.
- To sculpt the buttocks (Fig. 3), thread doll needle with quilting thread to match body. Anchor thread about 1 1/2cm (5/8") from waistline at centre back seam A. Lay thread over the top of buttocks and enter needle in at B (crotch) scooping up the filling and coming out at A, pull the thread tight to get the desired shape. Continuing going back and forth in this same manner till desired shape and sculpting stitches are firmly in place (about 3 times), finishing at the back. Enter the needle at A and go through to the front at the navel C, take a small stitch and go back to A and secure stitch, don't pull navel in too deep.

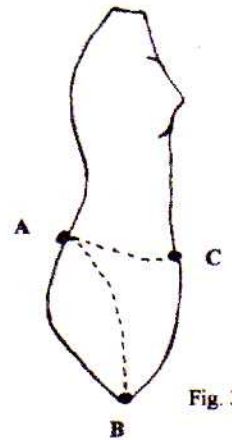


Fig. 3

LEGS

- **Note:** The right and left legs are different and the top inside leg is different to the outer leg, this is cut away after turning, using the inside thigh cutting guide templates. There is a right and left cutting guide template

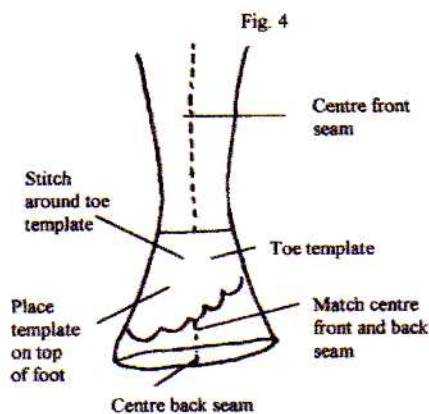


Fig. 4

- Double flesh coloured body fabric with right sides together and trace around leg template with a soft pencil or iron on freezer paper template, being careful to mark openings. Do not cut.
- Machine around template leaving openings as directed.
- Cut the legs out leaving a .05 mm (1/4") seam allowance, and cut across the base of the toe and the top of the leg along cutting line.
- Before turning leg, bring back and front seam at of toes together, flatten seams out, iron on toe template, noting that there is a right and a left toe template. The template must be ironed onto the top of the foot.
- Stitch around toe stitching guide. (Fig. 4)
- Cut around toes, clipping in between each toe

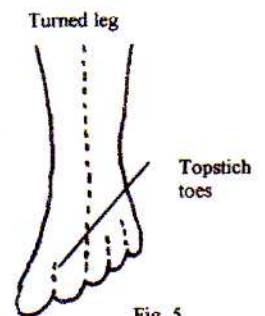


Fig. 5

and all inward curves and back of knee.

- Cut inner thigh using cutting guides, noting left and right leg, making sure the big toe is at the inner thigh.
- Clip inward curves at top of leg, turn under 5mm seam allowance and tack in place.
- Topstitch between toes to form shape (Fig. 5)
- **Optional:** Measure a piece of wire the length of the legs and double back on itself, turn back the sharp edges and insert into the leg, going right into the foot up into a toe.
- If you feel that you can achieve a better leg by stuffing the legs without the wire, do so.
- Stuff the toes individually, and stuff the rest of the leg, finishing just above the knee.

ARMS

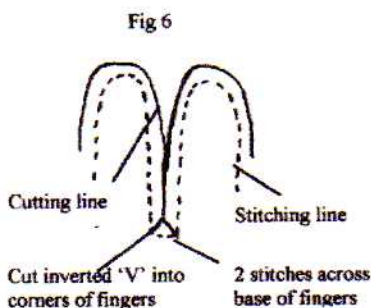


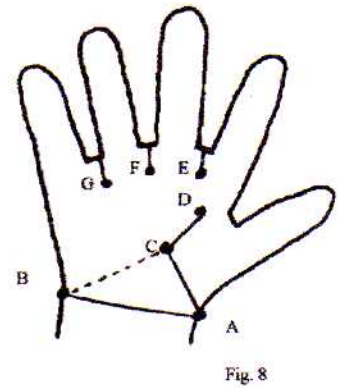
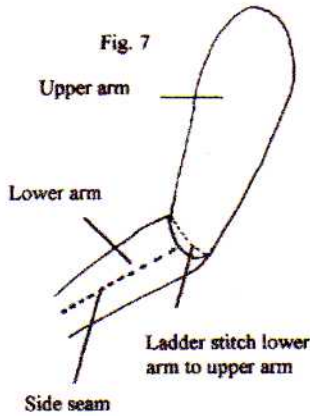
Fig 6

- **Note:** The right and left arm is different. The right arm is made up of two pieces.
- Place the left arm and the upper and lower right arm on double flesh coloured body fabric, trace around template or iron on freezer paper.
- For the left arm stitch around traced line or freezer paper, making sure there is 2 stitches between each finger (Fig.6). Cut out with 5mm (1/4) seam allowance, clip an inverted 'V' into the corners of the finger (Fig. 6), clip all inward curves, turn with artery clamps (hemostats) or turning tool.
- Cut pipe cleaners in quarters, turn under each end and insert into the fingers using an artery clamp, making sure some of the pipe cleaners extend

into the wrist.

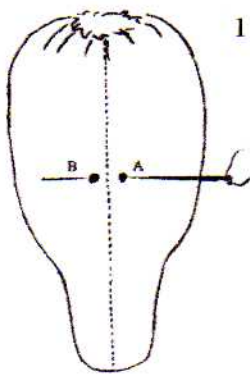
- Begin stuffing the hand by adding extra filling to the fingers on the palms side only and stuff the palm only. When you are happy with the shape of the hand, bend back the hand at the wrist, this will prevent extra stuffing from going into the hand while stuffing the arm.
- When stuffing is complete close the opening.
- For the right arm stitch lower arm as above, leave open at the top.

- Stitch upper right arm, turn, stuff and close opening. Ladder stitch lower arm to upper arm at elbow (Fig. 7), making sure you turn the palm to face upwards and the side seams on the lower arm is opposite to the side seams on the upper arm.
- To sculpt the hands, thread a sculpting needle with flesh coloured thread and begin at A. Lay the thread over the hand at the wrist and insert the needle at B scooping up some of the polly fill and come out at C. Pull thread to get shape of wrist, lay thread over the top and insert needle back into A, coming back out at C. Lay thread over the top and insert the needle in at D, taking the needle through to the back of the hand directly opposite to E. Lay the thread over the top between the fingers. Insert the needle into E at the palm of the hand and then through to the back of hand at F. Lay the thread between the fingers and insert the needle at F and through to G at the back of the hand and over the top and insert the needle in at G and under and through to A. Finish off stitching making sure sculpting stitches have been pulled in to give shape to the hand (Fig. 8).

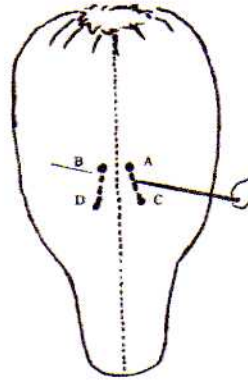


FACE SCULPTING and DRAWING

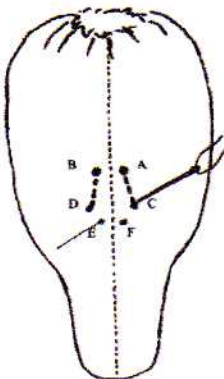
- To find the position for the starting point for the nose sculpting, place two glass headed pins halfway between the top of the head and the chin and 5mm (1/4") on either side of the centre front seam.



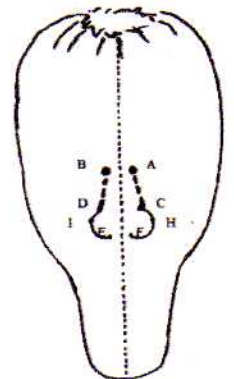
Thread needle with thread to match head and anchor behind ear. Enter the needle at same point, coming out at A. Take a small stitch down the nose and take the needle under the bridge of the nose and come out at B. Pull thread to give shape of bridge of nose. Go back and forth between A and B until stitch is secure.



Draw a slanted line along side of nose, flaring out at the bottom (the wider the flare the bigger the nose). This line should be about 5 to 6 mm (1/4") long. Take a stitch down along the line at A, go under the bridge of the nose and come out at the base of B. Work down the side of the nose, gently pulling as you go to get the shape, but still keep a flare, ending at C. Go back and forth between C and D to secure the stitch, being careful not to pull too tight



Place two glass headed pins at the base of the nose where the nostrils are (use your thumbs to form nose). Insert your needle in at C and under to E on the diagonal. Take a stitch (3mm) up towards the tip of the nose to form the nostrils and come back out at C. Pull to form the shape of the nose, go under to D and complete the other side. Secure by going back and forth from D to C.



Mark the outer flare of the nose by placing glass headed pins at the outer point on either side of the nose at H and I. Lay the thread over the top from C to F passing the thread around H. Complete the other side. From C go under to I and make a tiny stitch over the top of the thread and couch the thread in place, do the same at H. Leave the thread at C and set aside the needle and draw in the features before completing the sculpting.

- Take the eyes directly out from the sculpting point, measuring out an eye distance between the eyes across the bridge of the nose.
- Lightly sketch the eyes in with a flesh coloured pencil.
- Add eyelid
- Outline eye with pigma pen, keeping the outline softer in the centre and darker on the outer edges. Outline the iris with soft flesh coloured pencil, making sure there is some white showing at the bottom of the iris.



- When you are happy with the positioning, fill with coloured pencil, using a lighter shade where you are going to put your white highlight, a medium shade for the rest of the iris and a darker shade around the rim.
- Add the pupils with black pigma pen. The pupil should always be in the centre of the iris.
- Add eyelashes and eyebrows with pigma pen.
- Paint in the whites of the eye with white acrylic paint and add highlight
- Add eye shadow and any extra colour to enhance.
- The mouth is placed about third the way down between the bottom of the nose and the chin.
- Sketch the outline of the mouth with flesh coloured pencil.
- Outline with red pigma pen and fill top lip with red pigma pen
- The bottom lip has little or no colour added.
- Add blush and glitter to finish doll. When laying down large areas of colour, lay your pencil on the side, so as not to get any hard edges, a fabric rubber will also help to soften any sharp lines
- Continue sculpting by inserting the needle back under at C and under to outer corner of the mouth. Take a small stitch out towards the ear scooping up some of the filling, come out to the outer corner of the eye to create cheeks and a smile (Fig. 9). Pull to raise the lip and to give a smile. Go back and forth a couple of times till you have the desired effect. Complete the other side in the same manner. Take the needle back through to the back of the head, if your needle is not long enough you may need to change to a longer needle. Bring the needle back to the inner corner of the eye and take a small stitch then go through to the back of the head, secure stitch and do the same for the other eye, fasten off.

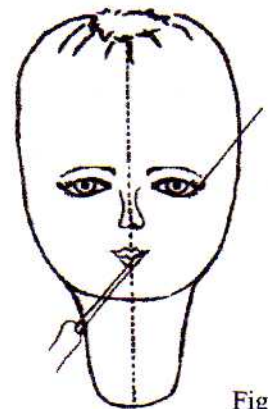


Fig. 9

HAIR

- Arrange mohair and stitch in place or if using knitting roll yarn onto a piece of cardboard the desired length of the hair. Cut one end. Take a tapestry needle and thread with one piece of yarn. Take a stitch into the doll's scalp and pull thread through till the two ends are level. If using boucle wool you will need to thread up with a matching thread to the hair and lay the wool down and stitch over the top to secure. Continue along the hairline and all over the scalp.

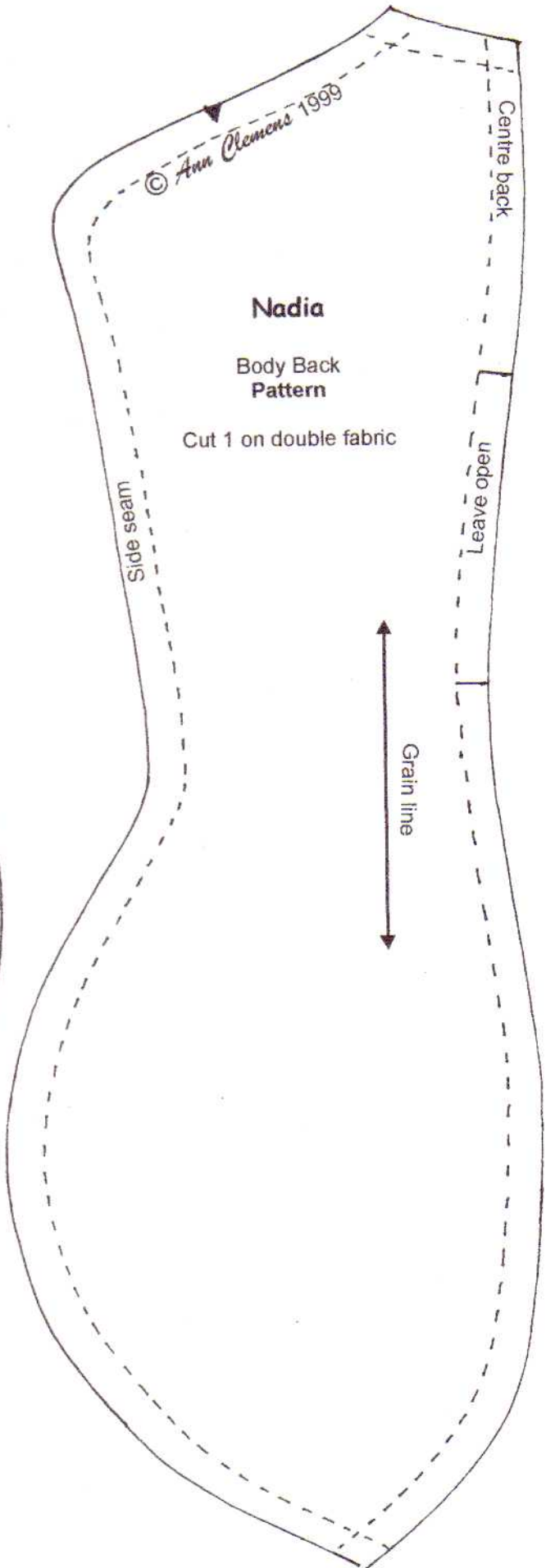
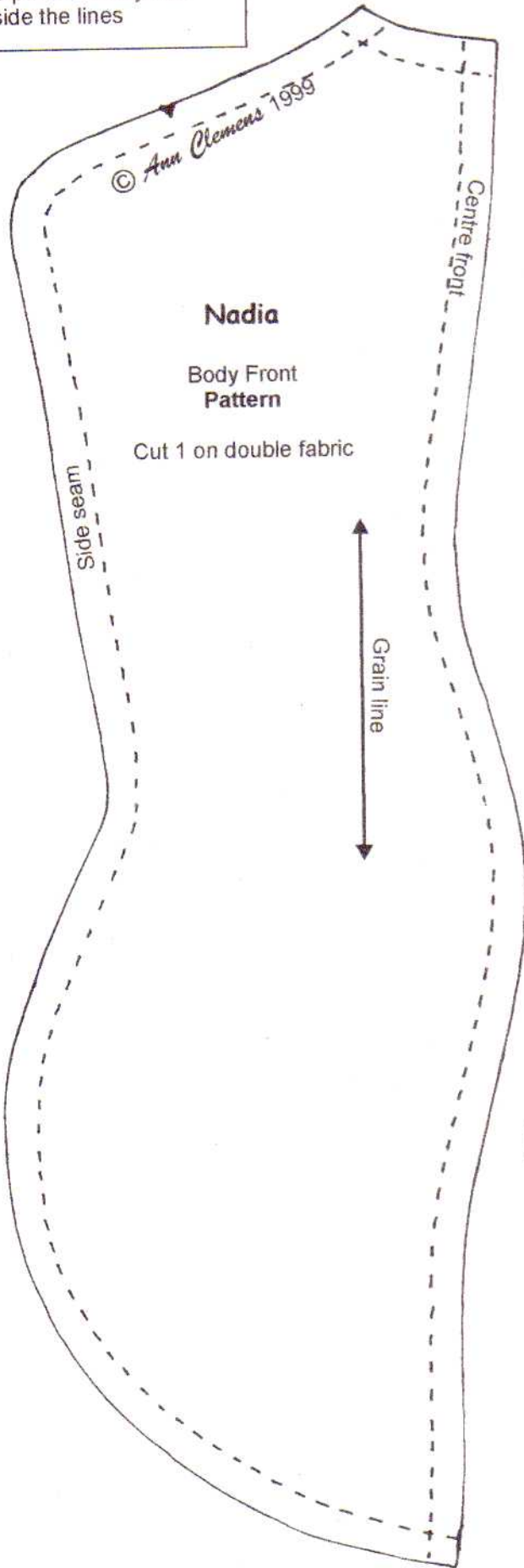
ASSEMBLY

- The arms are stitched directly onto the body with ladder stitch all the way around the arm at the armhole. The left arm is stitched, so she places her wrist on her hip with her hand turned up in an elegant position. The right hand is outstretched.
- The legs are stitched directly to the body with ladder stitch.
- Pin both legs in place before stitching.
- The left leg is straight and the right leg is bent and her toe is resting on the ground in front her. The best way to do this is to actually do it yourself and see where your legs and feet are placed (who knows it may lead to a belly dancing career).
- The head is pushed into the neck opening on the body. Nadia's head is turned to the side where she looks over her hand.

CLOTHING

- The knickers are cut from the same fabric as the skirt, the lower edges are burnt. Fold each piece in half and stitch across crotch. Turn one section onto the right side and place inside the other section, matching crotch line and stitch through from front to back.
- Turn to right side and hand gather the waist and stitch in place on doll.
- Cut a strip of fabric for the skirt measuring from the hip to the length required, burn the lower and side edges. Hand gather the top of the skirt, pull in and pin in place on Nadia's hips with the opening falling over the bent knee to expose leg.
- You can make the hip belt with a strip of stretch sequined fabric, coloured lace that has been beaded, or fringing etc.
- The bra top is made by taking a strip of stretch sequined fabric the width of the bust area, plus seam allowance. Turn under raw edges and hand stitch to doll. Gather in at the cleavage and pull down to the lower edge to give a nice shape. Decorate with chains, braid, beads etc.
- Burn edges of the veil. Don't forget to decorate her belly button.

Note: When cutting out the pattern always cut inside the lines



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Nadia

**Right Leg
Template**

Trace 1 on double
fabric

Leave open
-Inner thigh cutting line

Right leg cutting guide template

Grain line

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Nadia

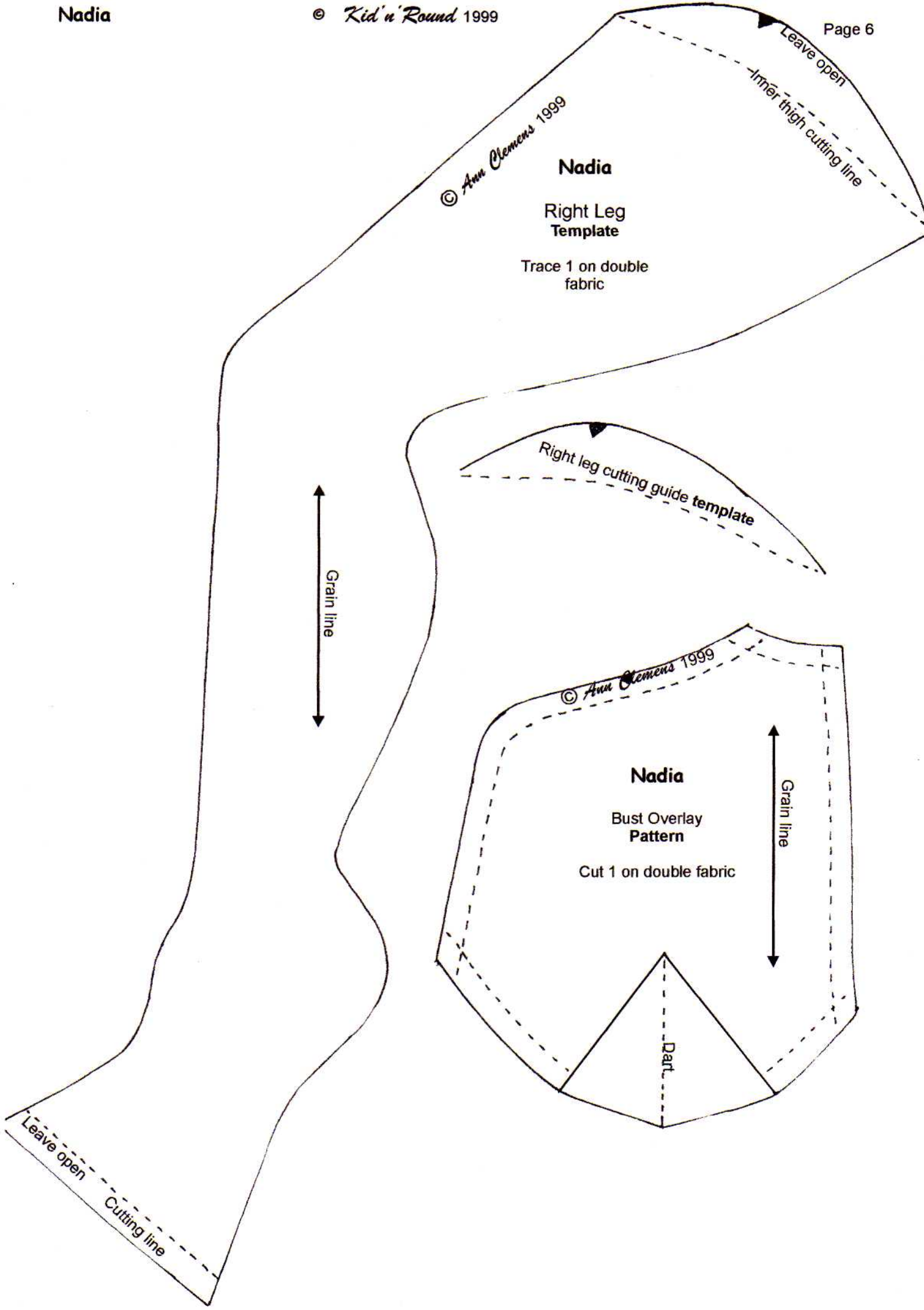
**Bust Overlay
Pattern**

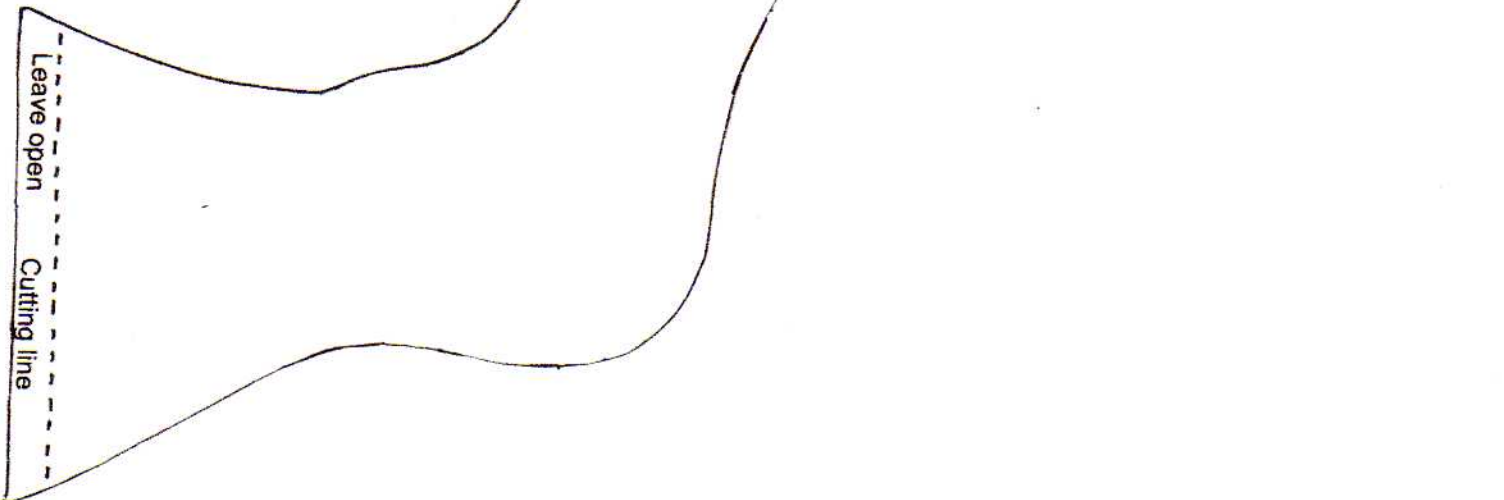
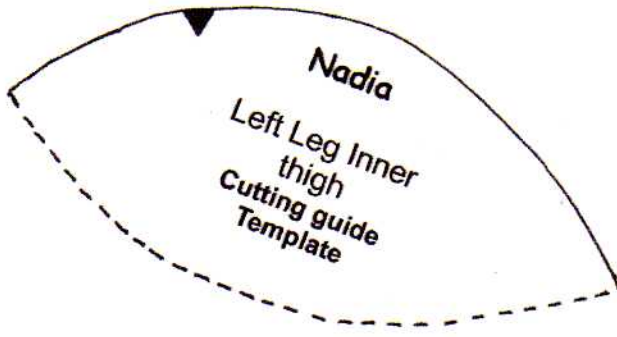
Cut 1 on double fabric

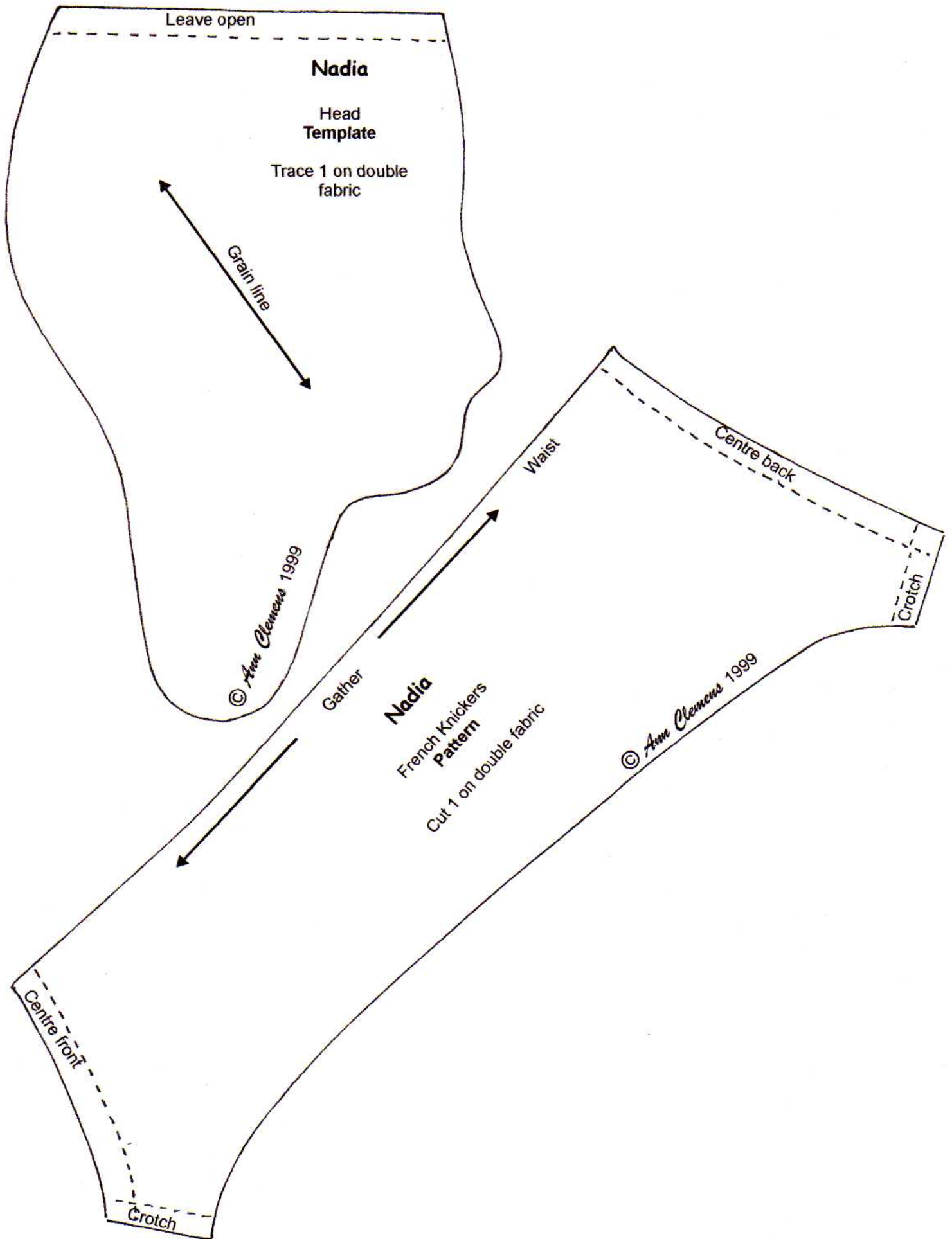
Grain line

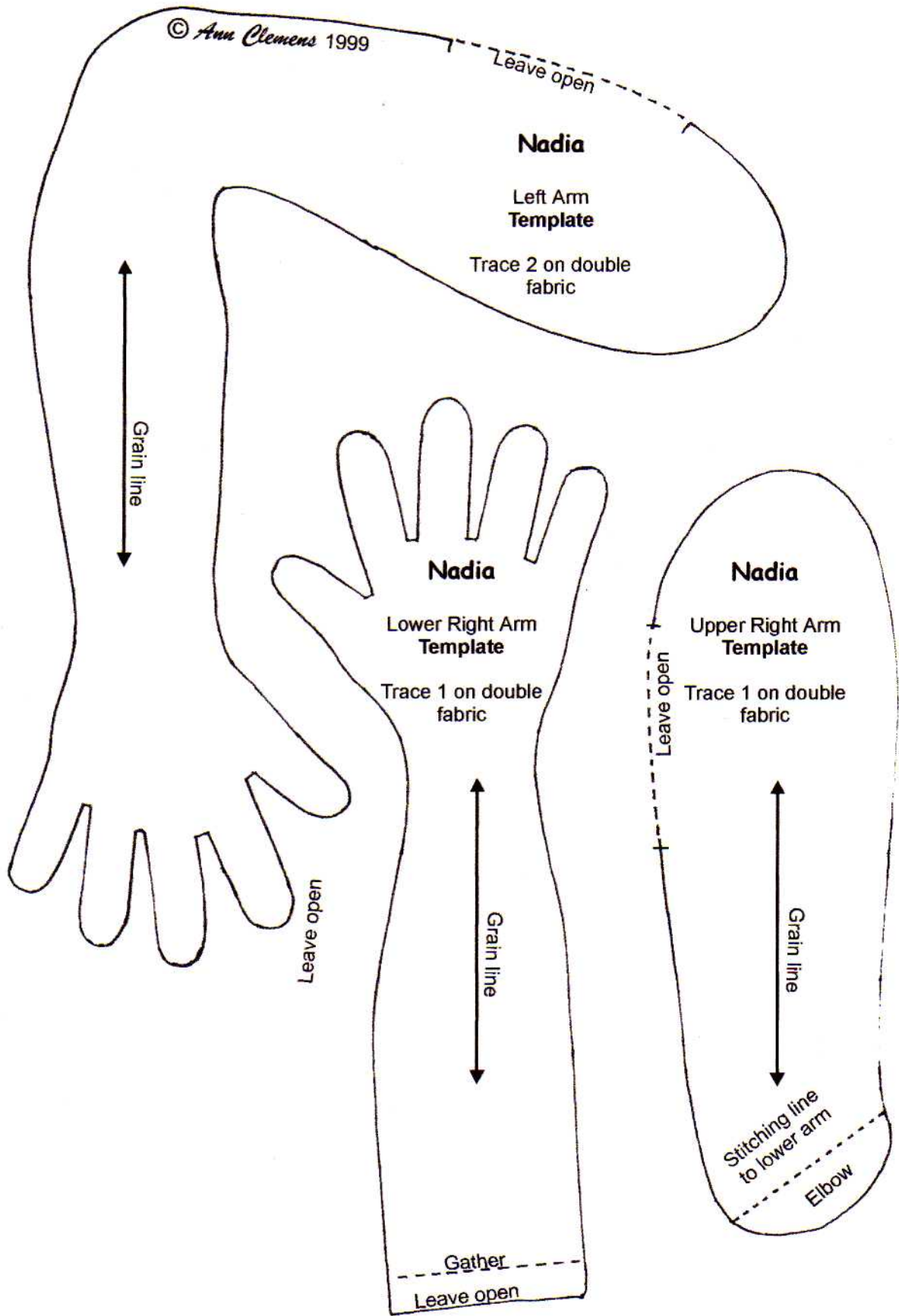
Dart

Leave open
Cutting line









Nadia

A 51 cm (20") soft sculptured cloth doll, designed
by Ann Clemens

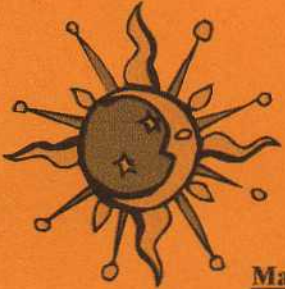
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Materials List

- 60cm flesh coloured woven body fabric
- 40cm x 115cm fabric for skirt and knickers, soft floaty fabric e.g. hand dyed silk or chiffon
- 25cm x 115 cm chiffon for veil
- 1 foam craft ball 40mm (1 1/2") for bust implants
- 2 beads for nipples
- Scraps of stretch sequined fabric for top.
- Gold or silver chain to match, glitzy trim, sequins, beads & jewels
- 3 large chenille (12mm) stems (pipe cleaners) for fingers.
- Knitting yarn or mohair for hair
- 1.6mm galvanised wire obtainable from hardware stores. (optional)
- Wire cutters
- Candle
- Tracing paper and Reynolds Freezer paper
- good quality stuffing
- fray check
- turning tools
- hand sewing needles, doll needles and doll sculpting needles
- Prismacolor Berol pencils
- Pigma pens, black, brown and red size .01

